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C1

1. (Amended) A system for distributing program content comprising:

first means for transmitting said program content and data relating thereto using a first network, said first network being a wireless network;

second means for receiving said program content and data relating thereto;

third means for receiving user input; and

fourth means for storing said data in response to said user input.

2. (Amended) The invention of Claim 1 further including fifth means, responsive to said stored data, for retrieving said program content or information relating thereto from a second network.

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6. (Amended) The invention of Claim 1 wherein said program content includes a plurality of music selections.

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12. (Amended) The invention of Claim 1 further including means for selectively displaying information relating to said data.

13. (Amended) A system comprising:

a satellite radio transmitter for transmitting program content and data relating thereto:

a receiver for receiving said program content and data relating thereto:

means for receiving user input:

a removable electronic storage medium for storing said data in response to said user input: and

a computer, responsive to said stored data, for retrieving said program content or information relating thereto from the Internet or World Wide Web.

16. (Amended) A system comprising:

first means for transmitting program content and data relating thereto using a first network, said first network being a wireless network;

second means for receiving said program content and data relating thereto;

third means for receiving user input;

fourth means for storing said data in response to said user input; and

fifth means for selectively disabling said fourth means in response to a nonrecord-ability signal.

17. (Amended) A method for recording data including the steps of:

transmitting program content and data relating thereto using a first network, said first network being a wireless network;

receiving said program content and data relating thereto;

receiving user input;

storing said data in response to said user input; and

retrieving said program content or information relating thereto from a second network in response to said stored signal.